



BUILD YOUR SUBMARINE. RULE THE SEAS!

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THE WORLD OF STEAM TORPEDO

1918, A Dark Year

Weakened by dissensions with the French generals, the British army used Telin gas, an experimental weapon developed in greatest secrecy. The gas, aimed at dissolving complex molecular chains, was supposed to deal a fatal blow to their German foe. On October 9th, the British bomber, Damocles, dropped its terrible load on the city of Pforzheim, eradicating all of its 57,000 citizens.

Against all odds, the calculations of the British proved wrong. Though designed to dilute quickly, the gas spread death westward. Soon, France was stricken by its horrible effects. Military and civil losses were horrendous, starting a public uproar with no equivalent in history. People demanded retaliation.

Convinced that their action was legitimate, the British generals prepared further strikes. The French and British alliance was thus put to a sudden end.

An immediate cease-fire was signed between France and Germany, and a new alliance sealed against the British.

That's how a terrible arms race began. This race revolved around natural gas deposits—the main ingredient of Telin—and every side coveted the now-precious resource. In North America, discovery of vast deposits at the border between Alaska and Canada triggered new tensions. In June 1919, helped by the Russian Empire, Canada annexed Alaska, creating a new battlefield for the USA.

The First World War has lasted for ten years with no clear leader. No one can foresee its end.

Telin gas has been used by all armies, to threaten or punish. Vast portions of each continent are now toxic no man's lands. Provinces are isolated. States are divided. In many cases, neither men nor goods can travel by land anymore. Sea control is vital and each faction has a new generation of submarines. The reduced crews of these new machines are ordered to make a difference.

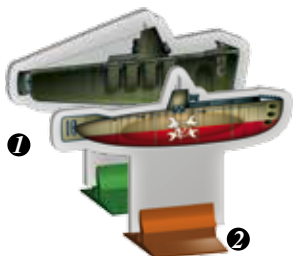
You are one of these men. Glory—or death—awaits in the depths of the ocean.



OBJECT

Steam Torpedo is a game of tactical submarine combat for 2 players. Move your crew inside your submarine each turn to maneuver your boat and fire strange weapons at your adversary. Sink your enemy before you run out of oxygen or get sunk yourself.

CONTENTS



- ❶ 2 cardboard submarines
- ❷ 2 plastic stands
- ❸ 20 compartment tiles
- ❹ 10 crew tokens
- ❺ 50 damage/oxygen tokens



TILE ANATOMY

Each tile represents a compartment inside your submarine. A tile has several parts:

Structure Points: These are shown as gears in the upper left corner of a tile. They tell you how much oxygen remains in a compartment and the amount of damage that compartment can take before it is destroyed and shut off from the rest of the vessel.

Effect: The advantage this tile brings to your vessel. See p. 15 for more details on effects.

Attack Symbol : Regardless of type, if a tile has at least one attack symbol, it is a combat compartment. Not every compartment tile has an attack symbol. Some have multiple symbols. For more on attacking, see p. 19.

Faction Symbol: Whose faction made this compartment.

Type:

A tile's border tells you what type of compartment it is.

- ☞ **Standard** (beige and gray) tiles have no intrinsic abilities, but often have better structure than other types.
- ☞ **Engine** (black and yellow) tiles increase your submarine's speed when manned.
- ☞ **Armored** (green) tiles increase your submarine's defensive capability.
- ☞ **Experimental** (blue) tiles are often fragile and carry the least oxygen, but can be used during your opponent's turn!

Note: Control rooms are both combat and engine compartments. They grant the ability of an engine room when manned (See p. 9 for maneuver). A control room cannot be targeted by effects.



SETUP

1. BUILD YOUR SUBMARINE.

Create your submarine by choosing 10 compartment tiles, including a “control room”. There can be only one copy of a particular compartment in a submarine. Feel free to make a fighting vessel that matches your style. Steam Torpedo expansions will add more tiles and options, allowing you to customize your submarine.



Note: For your first game, you should choose a faction: Panzer la Rochelle or Talion and set up the compartment tiles as shown in the illustration. This gives you a fair fight. When you want to switch it up later, try some variants.



2. RULE THE SEAS!

Insert the submarines figures into the stands so that they stand up. Put the damage/oxygen tokens in a pile where both players can reach them.

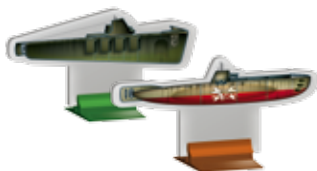
Place your 10 submarine tiles face-down randomly in two rows of five columns. Turn them all face-up simultaneously. Your “control room” tile must be positioned in the center column closest to you. To get this configuration, you must, if necessary, switch the control room and the compartment that occupies this position.

Align your and your opponent’s tiles into the same five columns. Then, you may switch location of two tiles to optimize your submarine.



Put your 5 crew members (1 captain and 4 sailors with the same token color) in your control room.

Place one damage/oxygen token oxygen-side up on each gear with an oxygen symbol in it. (Gears are in the upper left corner of each tile.)



Place your submarines in the center of the table between your rows of tiles, facing the same direction.

Choose a player to go first.

NOW FIGHT!



GAME PLAY

Each player takes turns completing two phases.
When your turn ends, play passes to your opponent.

1. RECOVERY PHASE



Remove 1 oxygen token from any tile in your submarine. Your crew is breathing the available air.

Important game concept: Oxygen

Gears in the upper left corner of a tile with oxygen symbols represent your submarine's available oxygen. During setup, put an oxygen token on each gear with an oxygen symbol.



At the beginning of each turn, remove one oxygen token from any compartment in your submarine. If you ever have 0 oxygen tokens in your submarine, you lose immediately.



Then, flip all face-down crew tokens to face-up. This moves them from exhausted to ready.



Important game concept: Crew Members

Your crew members are a captain and four sailors. Use them to trigger effects on your submarine.



Ready sailor



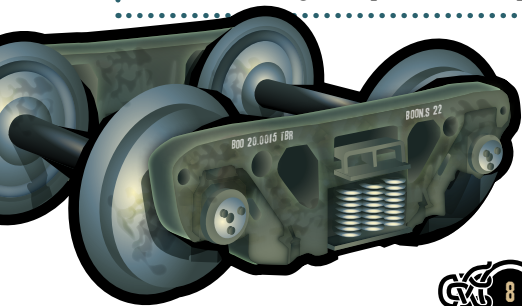
Exhausted sailor

A crew token must be in a compartment to trigger it or man it. A face-up crew token is ready and can trigger a compartment and/or man a compartment. A face-down crew token is exhausted and cannot trigger a compartment but can still man a compartment. (See Activate, p. 13.)



Your captain has a special ability. Just before or after his normal activation, he can move to an adjacent compartment, regardless of whether he is exhausted. You cannot use this ability during your opponent's turn.

Finally, an effect that targets a crew member may target either sailors or the captain, but not both at the same time. An effect that specifically targets sailors cannot target a captain. It takes special effort to take down a captain!



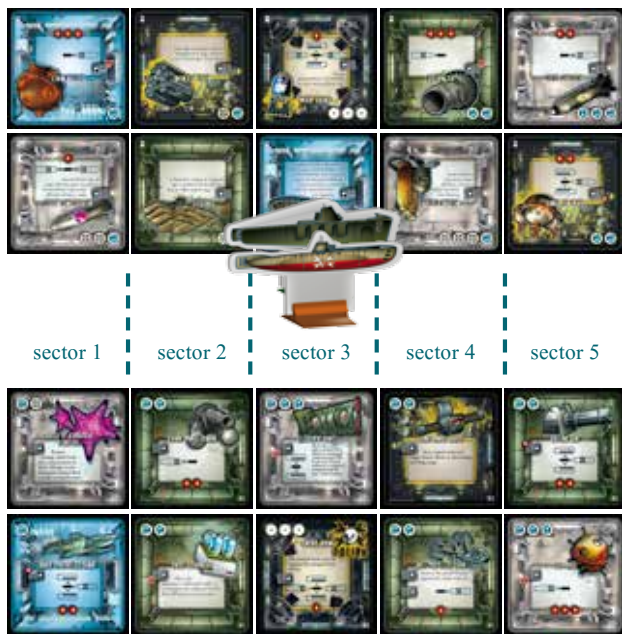
2. ACTION PHASE

Here, you maneuver your submarine and activate ready crew members. You may do any of these actions in any order. You do not have to do anything.

MANEUVER

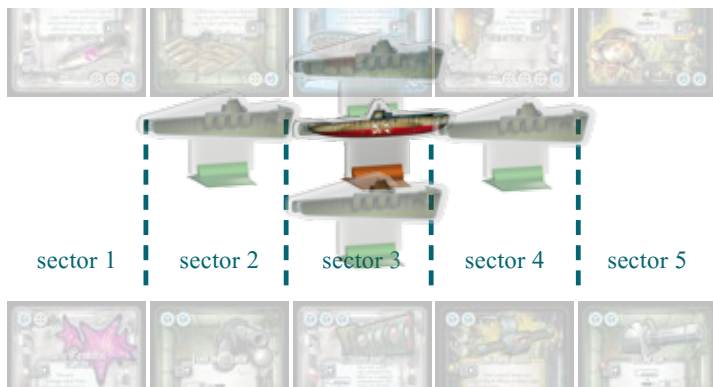
Important game concept: Sea sectors

The five columns of your submarines also create the five sea sectors in the middle ground between your tiles and your opponent's tiles. The illustration shows the five sectors.



Sectors represent the battle area where your submarines maneuver for position. If both submarines are in the same or adjacent sectors, you are at close range. If your submarine is two or more sectors away from your opponent's, you are distant.

Close range



Distant

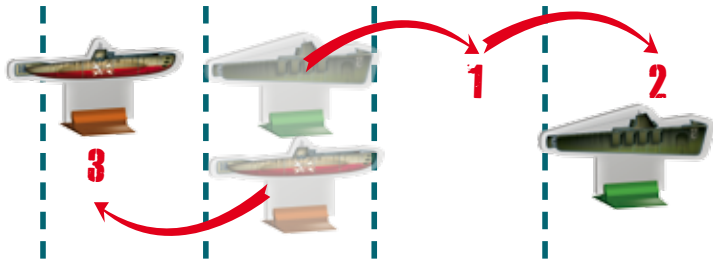


At any time during the Action phase, you may maneuver once. To maneuver, move either submarine one sector for each manned engine tile in your submarine (multiple crew members in an engine tile do not add movement).

Note that you can move your opponent's submarine! However, no submarine can ever leave the battle area.

Maneuver Example

During his Action phase, Bruno (Panzer La Rochelle) decides to move his submarine. Four of his crew members are present in three different engine compartments, thus giving his submarine a speed of three. Bruno decides to move his Panzer La Rochelle for two speed points and he moves his opponent's Talion submarine to an adjacent sector using his remaining speed point.



You can also maneuver to get on the other side of your opponent. When you maneuver two submarines into the same sector, choose whether to position yourself on the port or starboard side. You can do this to protect your damaged compartments, attack weak points on your opponent, and bring weapons with a certain arc into use!

Maneuver Example

During his Action phase, Bruno (Panzer La Rochelle) decides to move his submarine. Four of his crew members are present in three different engine compartments, thus giving his submarine a speed of three. Bruno decides to use only two speed points to move his submarine to the other side of his opponent's Talion submarine and ends his maneuver.



ACTIVATE



Ready crew members may either move or trigger tile effects. (Although the captain special ability is an exception. See p. 8.) You may activate crew members before and/or after maneuver.

Move: Move a ready crew token to an adjacent compartment, orthogonally or diagonally. Then turn the crew token face-down to exhaust it. Crew cannot move into or through a destroyed compartment.

Move example



Trigger: Apply the effect of a tile with a ready crew member on it. This activation has a few steps, so pay close attention:

- ☞ First, trigger an effect with a Duty or Counter button.  
- ☞ Next, move the crew token to any adjacent tile that is closer to the control room. (If he's already adjacent to the control room, move him into the control room. If he triggers the control room effect, he does not move.)
- ☞ Then, turn the crew token face-down to exhaust it.
- ☞ Finally, resolve the tile's effect (see Resolving Effects, p. 15).

Note: During the first turn of each player, players may not trigger effects, even as a reaction.

Example of trigger

During his Action phase, Ludovic (Talion) decides to activate the Gatling Gun compartment with his sailor (n°1). The sailor must therefore be moved to a compartment that takes him closer to the control room. Ludovic can either choose to move him to the Long-range Sights or to the Anti-propeller Chain compartment. Ludovic decides to move his sailor to the Long-range Sights and exhaust his sailor. The Gatling Gun effect is applied.



A crew member cannot trigger an effect if:

- ✖ There is no valid target of the effect (see Targeting, p. 16).
- ✖ The crew member can't move toward the control room after triggering.
- ✖ An opponent's crew member is in the tile.

After you maneuver, activate any or all ready crew members, and resolve all effects, your turn ends. Play passes to your opponent.

RESOLVING EFFECTS

Important game concept: Effect

Effects are the text and icons in the middle of a tile. They can be attacks or other abilities. When a crew member activates an effect, you must use all of it (if possible) unless the effect specifies that parts are optional. Some compartments have multiple effects. You may use them separately in the same turn.

If an effect contradicts these rules, the effect wins.

Each effect includes conditions for resolution and possible targeting restraints.

Note: You cannot resolve an effect if an opponent's crew member occupies its tile. Your crew members may still be in and move through a tile containing an opposing crew member. But the tile's effect cannot be triggered or resolved.

BUTTONS AND TRIGGER ICONS

Different icons help describe different trigger conditions.



Standby Button: If this compartment is manned, this effect resolves. This is not a trigger, so crew members do not move toward the control room afterward and do not exhaust. This effect only resolves once, no matter how many crew members are here.



Duty Button: A ready crew member must trigger this effect. (See Activate, p. 13.) This effect may be triggered multiple times by as many crew members as are available to trigger it.



Counter Button: A Counter button can work just like a Duty button. In addition, as long as this compartment is manned by a ready or exhausted crew member, you may use it as a reaction during your opponent's turn. In this case, you may trigger the effect immediately after resolution of any opponent's effect that you choose. Alternately, you may trigger the effect after an opponent completes a maneuver. Either is acceptable as long as you have a legal target. After the reaction resolves, exhaust all crew members in this compartment and move them directly to the control room. You can activate multiple compartments as reactions to the same effect. For instance, if you had two experimental combat compartments, you could fire both as a reaction to the same maneuver by your opponent.



Alert icons also allow for additional effects.



Single-use: This effect can be triggered only once during an Action phase, no matter how many crew members are in the compartment.



Two Keys: This effect can be triggered by two ready crew members to create one powerful effect. In this case, do not resolve the tile's effect until the second crew member has triggered, moved toward the control room, and exhausted. Then, double the final effect (e.g., if two effects would normally deal 2 damage, then they become one effect that deals 4 damage).

TARGETING

Weapons on a submarine can fire only in certain directions and affect only certain locations of your opponent's submarine. The icons on the effect describe which directions a weapon may fire.

Important game concept: Locations

Your submarine has four locations which correspond to the sides of your cardboard submarine. When figuring out location, imagine you are facing forward inside your submarine. Locations are not necessarily the same tiles for both players!

🦋 **Fore:** The four tiles on the “front” of your submarine.

🦋 **Aft:** The four tiles on the “back” of your submarine.

🦋 **Port:** The five tiles on the “left” of your submarine.

🦋 **Starboard:** The five tiles on the “right” of your submarine.

See the illustration to help explain which tiles comprise each location.

Note: When maneuvering, your submarine never changes facing. Your fore and aft never switch sides.

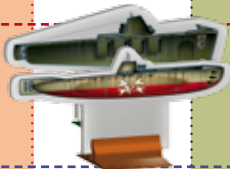


PORT (LEFT)



STARBOARD (RIGHT)

AFT (BACK)



FORE (FRONT)


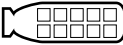
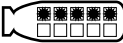
PORT (LEFT)




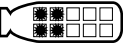
STARBOARD (RIGHT)

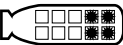




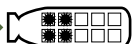
When looking at icons:

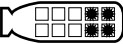

- 🔍  The small, black submarine is you.  The larger submarine is your opponent.
- 🔍 Arrows indicate firing direction and range. ➤ One arrow for close range. ➤➤ Two for distant.
- 🔍  Black squares in the larger submarine show which tiles can be targeted by your effect.
- 🔍 Close-range effects can only target an opponent in the same or an adjacent sector.
- 🔍 Distant effects can only target an opponent who is at least one sector beyond adjacency.
- 🔍 Think in terms of fore, aft, port, and starboard. The left/right and front/back of an icon might not match your submarine's position in the battle area! But nautical directions will always be consistent.


Here are some examples:


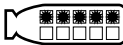
 ➤  Target is in front of you and you fire at your opponent's aft only at close range.

 ➤  Target is behind you and you fire at your opponent's fore only at close range.

 ➤➤  Target is in front of you and you fire at your opponent's aft only at distant range.

 ➤➤  Target is behind you and you fire at your opponent's fore only at distant range.

 Target is on your port side and you fire at your opponent's starboard only at close range.

 ➤  Target is on your starboard side and you fire at your opponent's port only at close range.



RESOLVING ATTACKS

An attack is an effect that comes from a compartment with an attack symbol. When you make an attack, follow these steps to resolve it.



- 1 Attacker checks to see whether the attack is valid.**
Observe the icons to determine whether your position (behind, in front, next to) and range (close or distant) are appropriate for the attack. If not, you can't activate the tile.
- 2 Attacker makes the attack.**
A crew member triggers the effect in his combat compartment. Follow all the trigger steps for that crew member (see Activate, p. 13).
- 3 Attacker determines the attack total.**
Add the attack value (i.e., the number of attack symbols) to any relevant bonuses to determine the total.
- 4 Defender determines armor value.**
Check to see how many manned armored (green) tiles are in the location your opponent is firing on. Remember, a crew member must be in the armored tile for it to count! Add any bonuses. This is your armor value.
- 5 Subtract the armor value from the attack total.** This is the damage total.

Note: An effect that targets a crew member instead of a compartment does not care about armor value.

- 6 Defender chooses whether to absorb damage into the control room.**
Now that you know how much damage you're taking, you may redirect it to the control room. Since control rooms can never be targeted, this is the only way to damage it.
If you choose this option, place 1 damage token on the control room structure points. This absorbs all damage taken, regardless of how high the damage total is. However, if your control room is destroyed you lose the game. So save this for the right moment!



Important game concept: Structure Points



The gears in the upper left corner of a tile represent its structure points. When a tile takes damage, place a damage/oxygen counter token damage-side up on that tile's gears for each point of damage it took.



A compartment is damaged when it has at least 1 damage token on it.

A compartment is destroyed when all of its structure points are covered by damage tokens. Turn the tile face-down to show that it is flooded and useless. Eliminate any crew members in it from the game.

Note: Control room structure points are special. When another compartment would be damaged, you may place one damage token on the control room. The compartment takes no damage from that attack as a result.

7

Defender assigns damage.

If you chose not to absorb the damage into your control room, other compartments must take the damage. Gather as many damage tokens as the damage total.

Choose one compartment in the location affected by the attack (fore, aft, port, or starboard). Place damage tokens to cover structure points of that compartment until you run out of tokens or fill all the gears. If you fill a gear that still has an oxygen token on it, remove the oxygen and replace it with a damage token.



When a compartment's structure points are full, it is destroyed. Eliminate all crew members in the compartment and turn it over.

Once you choose a compartment to take damage, all tokens must go on that compartment until you run out of tokens or the compartment is destroyed.

If any damage tokens remain, choose another compartment in the location and continue placing them in that compartment. If you have no more compartments in that location, remaining damage tokens are absorbed by the control room (see step 6 for details).

Note: Some attacks force the defender to remove oxygen rather than deal damage. In this case, the defender must remove oxygen tokens from one or more compartments in a similar way to placing damage tokens: a compartment must be empty of oxygen tokens before moving to another compartment. If the defender has no more oxygen in the affected location, the attacker may remove a single oxygen token from any compartment in the defender's submarine.

WINNING

You win if you destroy your opponent's control room, eliminate all opposing crew members, or your opponent runs out of oxygen before you do.



EXAMPLE OF PLAY

Ludovic activates a combat compartment with an attack total of 3 damage to Bruno's fore location (i.e., the front of his submarine).

Bruno has one armored tile in his fore location and two sailors are in it.

It's nice that Bruno's sailors value togetherness, but only one of them matters for armor value. He has no bonuses, so his armor value is 1.

Attack total 3 – armor value 1 = damage total 2.

Bruno has already taken a few hits in his fore. Three compartments there are already destroyed. The last tile in that location has only one structure point remaining with two sailors in it. Bruno has two options:

Option 1: Absorb all the damage into his control room.

Option 2: Assign the 2 damage to his remaining compartment.

If he chooses option 2, he would place one damage token on the armored compartment. This would cover its last remaining structure point, destroy the tile, and eliminate both his sailors inside. Then the remaining damage point would pass to the control room.

Bruno wisely chooses option 1. He places one damage token to cover a control room structure point.

GLOSSARY

Activate: To use a crew member to move or trigger an effect on a tile.

Armor Value: How much of the attack total a defender can ignore.

Attack Symbol: Orange circular symbols on some compartments. These indicate that the tile's effect can attack your opponent. The number of circular symbols indicates the number of damage points the attack deals.

Attack Total: How much damage an attacker's weapons deal to an opponent.

Battle Area: The five sectors between your tiles and your opponent's tiles. This is where the submarines maneuver and fight. You can't leave the battle area.

Close Range: When submarines are in the same sector or adjacent sectors.

Combat Compartment: A tile with attack symbols on it.



Compartment: One of the 10 tiles on a submarine. “Compartment” and “tile” are used interchangeably.

Damage Total: Attack total minus armor value. The amount of damage a defender must deal with.

Damaged: When a compartment has at least one damage token on it.

Destroyed: When all of a compartment’s structure points are filled with damage tokens. Turn the tile face-down.

Distant: When submarines are two or more sectors away from each other.

Eliminate: To send a crew member to Davy Jones’s Locker.

Effect: The text and icons in the middle of a tile.

Exhausted: A face-down crew token. An exhausted crew member cannot activate, but can man a compartment (unless stated otherwise).

Location: The four parts of your submarine that can be hit by an attack—fore, aft, port, or starboard.

Maneuver: Moving your submarine around in the battle area.

Manned: When a crew member is in a compartment, either ready or exhausted.

Move: An activation that moves a crew member between compartments.

Ready: A face-up crew token. A ready crew member can be activated and man a compartment.

Sector: The five columns between your tiles and your opponent’s tiles. Sectors are used for maneuver and range determination.

Trigger: An activation that causes effects to happen.

CREDITS



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Find more information at www.steamtorpedo.com

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QUICK REFERENCE

Taking Your Turn

Recovery phase

- Remove 1 oxygen token from any tile in your submarine.



- Flip all crew tokens from exhausted to ready.



Action phase

Do these in any order.

Maneuver

Move either submarine one sector for each manned engine tile in your submarine.

Action

Each crew member may do one of two things.

Move: Move the crew member to an adjacent compartment. Then exhaust him.

OR

Trigger: Apply the effect of a tile with a ready crew member on it, following these steps:

First, trigger an effect with a duty or counter button.

Next, move the crew member to any adjacent tile that is closer to the control room.

Then, exhaust the crew member.

Finally, resolve the tile's effect (see Resolving Effects, p. 15).

Resolving Attacks

- 1 Attacker checks to see whether the attack is valid (position and range).
- 2 Attacker makes the attack. (Follow steps for triggering an effect.)
- 3 Attacker determines the attack total. (Attack symbols + bonuses)
- 4 Defender determines armor value. (Manned green tiles + bonuses)
- 5 Subtract the armor value from the attack total. This is the damage total.
- 6 Defender chooses whether to absorb damage into the control room.
- 7 Defender assigns damage.

